MICRO LEAGUE Baseball®

AT BAT STRATEGIES
OFFENSE

COMPUTER KEY

WHEN NO ONE IS ON BASE, YOU MAY USE 0 AND 6.

0	SWING AWAY (Batter is on his own) ("RETURN" key also)
6	SURPRISE BUNT

WITH RUNNERS ON BASE, YOU MAY USE 0 AND 6 PLUS THESE STRATEGIES:

1	SWING AWAY, with AGGRESSIVE RUNNING (Runner(s) try to take extra base, if possible)
2	SWING AWAY, with "SAFE" RUNNING (Runner(s) don't take any chances)
3	STEAL
4	HIT & RUN (Runner moves on the pitch, batter swings away)
5	SACRIFICE BUNT

LINEUP KEYS

7	PINCH HITTER
8	PINCH RUNNER
9	SEE LINEUP OR ROSTER

(OVER)

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IN THE FIELD
DEFENSE STRATEGIES

COMPUTER KEY

0	VISIT THE MOUND (To check on your pitcher, warm-up or bring in a relief pitcher)
1	FASTBALL ("RETURN" key also)
2	CURVE
3	SLIDER
4	CHANGEUP/OFF-SPEED PITCH
5	PITCHOUT
6	IN AT THE CORNERS (1st & 3rd basemen play in)
7	INFIELD IN (All four infielders)
8	INTENTIONAL WALK
9	SEE LINEUP OR ROSTER

(OVER)

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